

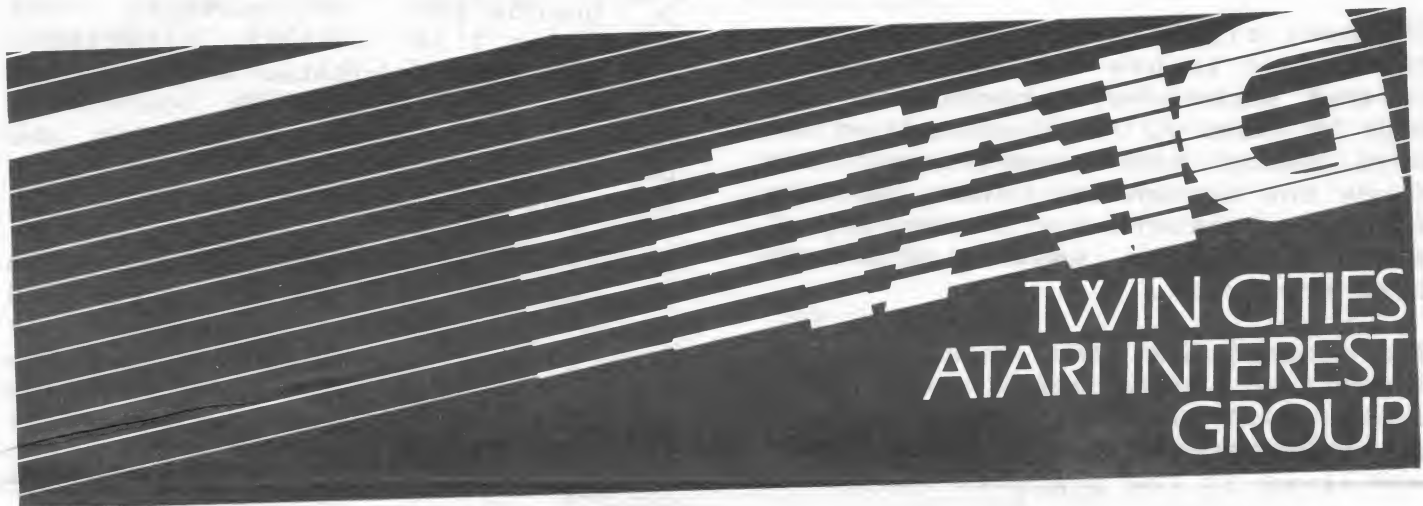
SEPT. 1986

Do you Just Belong?

Are you an active member - the kind that would be missed? Or are you content that your name is on the list?
Do you attend the meetings and mingle with the flock? Or do you just stay at home to criticize and knock?
Do you take an active part to keep the work along? Or are you satisfied to only just belong?
Think this over, member, you know right from wrong. Are you an active member or do you just belong?

-Author Anonymous-

NO ORIGINAL ARTICLES RECEIVED THIS MONTH!
SO WHAT ELSE IS NEW?
THANKS AGAIN AND AGAIN FOR YOUR LACK OF SUPPORT!
GARSH!



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President: Steve Ingalsbe (452-7196) Vice President: Tom Green
Treasurer: Dick Johnson Secretary: Paul Franson
Newsletter Editors: Cory Johnson (473-4190) & Dave Stengel

Membership renewal

You may renew your membership at the meeting, or send a check for \$15.00 made out to TAIG, and on a seperate piece of paper, your name, and address to

Marshall Keith 413 Connelly Lane, Burnsville, MN. 55337.
For more information, call Marshall at 435-1072.

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CBHLIFE

By Carl B. Hartness

The April issue of Antic carried an article on the game of Life, which calculates succeeding generations from rules of birth, death, and survival. The calculation times of that program were very long, so I set out to speed it up with a machine language subroutine. Then, curious about the game, I added an option to edit a generation to study the effect of adding or deleting lives.

The most significant improvement is the change to use the whole memory, so that successive generations are kept in memory, with an option to move among the generations and study the sequences. Then, to save favorite patterns for posterity, I added options to save to disk and load from disk.

The generations are displayed in Graphics 1, with menus and status in the text window. This leaves a 20 by 20 square for a capacity of 400 lives in the graphics window.

TO BEGIN - Upon starting, the title screen is displayed. Pressing the joystick trigger or waiting for a timeout causes the MAIN menu to be displayed. Any of the menus, including Main, View, Load, Save, and Edit, can be accessed from any of the other menus by pressing the first letter.

Select a starting population by creating one with New, or loading an LIF file from disk and changing it with Edit. Generations are loaded from disk beginning at the displayed location. The View option may be used to change the displayed location prior to loading. The Overlay option leaves the previous generation intact, and just adds lives or text from the disk file.

Using New or Edit, the joystick is the method for placing and creating lives, just as in the Antic program. Pressing the trigger toggles the location from life to

no-life or from no-life to life, and maintains a count of the current population. The New option goes to the first memory location, clears the previous population, and after entry, begins generating automatically. The Edit option stays at the displayed memory location, does not clear the population, and after entry, displays a menu from which generating can be started manually by pressing G. Pressing START ends entry.

To speed calculation of the next generation, the program keeps track of boundaries encompassing the outermost life in each direction. Boundaries are updated when adding a life but not when deleting. Boundaries, population, births, and deaths, are displayed for each succeeding generation.

When the end of available memory is reached, the program will loop and begin the next series of generations one memory location after the beginning of the previous series. A long sequence of generations may loop several times through the memory, with first generations of preceding loops preserved in front of the current series, available for viewing, editing, saving, or regenerating.

Pressing the joystick trigger during generation will temporarily suspend calculations while the current generation is viewed. Pressing START, SELECT, or OPTION manually halts generating. Generating will end automatically when the population is zero, when births and deaths are zero, and when births equal deaths for five generations. Halted generating may be restarted by pressing G. A stable population will only repeat and stop again.

TO VIEW THE RESULTS - A generation has two positions: its location in memory, and its location in a sequence of generations. Using the View option, move the display around in memory to view the various populations. The left and right arrows move backward and forward in memory one generation a

a time. Using the CONTROL key along with the arrows moves the display 10 generations. Moving back from the first memory location will wrap to the last memory location. Moving forward one from the last will cause display of the first in the series, not the first in memory. A display location number may also be entered directly.

In this program, First, Display, and Current are memory locations. First is the memory location where the current series starts. Current is the memory location of the last population generated, and Display is the memory location on the screen. Their values appear in the status displays of several of the menus. In the View option, pressing F displays First and C displays Current.

Generation information is displayed in the form GEN i OF j. Each memory location carries its own generation number (i), but the end number (j) is the most recently generated population. If viewing an edited display or a display unrelated to the most recent sequence, this number may be misleading.

MISCELLANEOUS NOTES

Text may be entered from both New and Edit, but generating deletes text before calculating, so New text will be lost because generating is automatic. Both New and Edit define the display as First, anticipating the start of another generating sequence.

When saving, the generation displayed on the screen is saved. A directory of files with the LIF extender is displayed. If you call for a new file that already exists, or attempt to append to a non-existent file, you will have a chance to change your mind. The entire screen is not saved. Instead, the smallest rectangle which includes all the lives and text is saved. Boundaries, births, deaths, and population are also saved.

alternate status to be displayed.

The Quit option exits to BASIC

Several sample files are provided. If you wish to try them, select the Edit option and press START before generating. This will identify the selected screen as First, protecting earlier screens from use by the generating process. The glider patterns will stop after five generations with a Stagnant message, but just press G to continue.

RULES OF LIFE

1. A life survives with two or three neighbors (with less, it dies of loneliness, and with more, it dies of overcrowding).
2. A life is born with exactly three neighbors.

THE CHALLENGE

The challenge is to achieve the most generations with the fewest initial lives. You will probably find that irregular forms last longer.

Editor's Notes

Dave Stengel & Cory Johnson

READ THE FRONT PAGE!

READ IT AGAIN!!

Is it beginning to sink in? After a year and a half, we are getting very tired of the total lack of interest you members, as a whole, are showing in the continued success of this group.

The group can't survive without the members supporting the officers and the other aspects of our club. You do neither. Steve and Tom have to pull teeth to get anything done, and you, the members complain because they try to accomplish anything.

Editors Notes

Continued on pg. 9

President's Notes

Well, this month I would like to us my space to answer a message left on the TAIG message base of the club BBS. First I will reprint the message, and then discuss various parts of it.

To :ALL
From :DAN FARMER

I want to apologize to those who attended the August meeting for the inadequate demo I gave of RAMbrandt. I didn't realize the small amount of time I would be given and I feel I wasn't able to do justice to a very fine piece of graphics software that has too many features to begin demo-ing in only 10 minutes.

For the record, I want to add that the reason I attend TAIG is in the hopes of increasing my knowledge of computing, and that can only come during the demo time. The period of time allotted is in no way sufficient for that purpose. I would like to see us raise the money for more computers and monitors, or for members to drag their own units along, and have at LEAST an hour for demos and tutorials.

(End of message)

Most of these subjects have been discussed before, either here or at the meetings. As far as the equipment goes, I have to agree with Dan, we need more. We currently have 1 130XE, and 2 400's. The 130XE is used for the BBS, and will not be taken down to run demo's. The BBS MUST be left up at all times. At a minimum we need 1 more 130XE; 2 would be even nicer. As far as members bringing their equipment, I am all for it. I do, however, get tired of bringing my equipment all of the time. I would like to see a list made up which members would sign up to

bring equipment to certain meetings. You could sign up to bring your computer to the November meeting and someone else could sign up to bring a drive. This way everybody is involved and the club does not have to buy more equipment.

The amount of time allotted to demos has not changed as long as I have been coming to TAIG. If you are going to demo something that will take more time than 15 minutes, then you must make prior arrangements with us. We were not told what equipment was needed or how much time to allot; therefore we didn't do anything special for this demo.

As far as tutorials go, we asked if anybody was interested in forming SIG's for programming and/or running special software and the answer was a overwhelming NO! I see no point in setting 1 hour aside for tutorials when nobody is interested. If you feel that you would benefit from this type of program, then feel free to organize it. As far as I can tell (from all of the feedback that I get), Everybody is interested in game demos. I personally am not interested in games. I would like to see separate demo's for games and utilities. The utilities take quite a bit longer to show their features, and we still have the equipment shortage, and a shortage of stuff to show. Most software companies that I contact will not send us a sample to show. This forces us to buy all of the stuff we show. The exception to this is the stuff we get from Wizards Work. I would like to thank them for all of the help that they have given us. There have been several months that we would not have had demo's if it weren't for them.

This month I will be demoing the PARROT digital sound system at the meeting. See you Sunday September 28 at 7:00pm.

Check Equipment you now own:

Computer -

☐ Atari 400 ☐ Atari 800 ☐ Atari 800XL ☐ Atari 1200XL ☐ Atari 130XE ☐ Atari 520ST ☐ Atari 1040ST

Disk Drive -

☐ Atari 810 ☐ Atari 1050 ☐ Indus ☐ Percom ☐ Astra ☐ Rana

Printer -

☐ Atari 820 ☐ Atari 1020 ☐ Atari 1027 ☐ Epson ☐ Gemini ☐ Other:

Interface -

☐ Atari 850 ☐ Apeface ☐ U-Call ☐ R-vrtr ☐ CardCo/AT? ☐ P:R Conn. ☐ Other:

Modem -

☐ Atari 1030 ☐ Atari 301XM ☐ Atari 835 ☐ MPP ☐ Hayes(or compatible) ☐ Other:

BPS: ☐ 110 ☐ 300 ☐ 1200 ☐ 2400

Cassette -

☐ Atari 410 ☐ Atari 1010

Language (beside standard BASIC)-

☐ Basic XL ☐ Basic XE ☐ Mac65 ☐ Action

Other hardware -

Do you have CP/M?

Are you a member of T.A.I.G. ?

If not, why not ?

What would make you want to be a member ?

What would you like to see done differently at the meetings?

Do you feel you are getting valuable information from the meetings?

If not, what kind of information would you like to get?

Would you be interested in more In-depth information on the general operation of your Atari computer?
Learning the ins and outs of different DOS's...etc.

What do you like to see at the meeting?

What special interest groups would you be interested in?

Would you be willing to help organize or run a SIG?

Do you think the club should create software for it's library?

Would you be interested in forming smaller groups and having the groups write programs for the library?

What can we do to improve the newsletter?

Have you ever written an article for the newsletter?

If no, why not?

Do you like having vendors at the meetings?

Should the selling of merchandise at the meetings take place...

BEFORE - DURING - AFTER

...the meetings? Circle any or all.

Do you buy merchandise from the vendors?

OFTEN - SELDOM - NEVER

If you answered never, why not?

Do you think the club should make quantity purchases of disks, printer paper, hardware...etc. to sell to club members?

How often should the club host swap meets?

Have you ever purchased/traded software at a swap meet?

Would you be interested in a game fair?

Could you provide equipment or special software for a game fair?

Do you buy

o Taig DOM o Antic Disk o Analog Disk

What types of programs do you wish to see on the DOM?

Have you ever submitted a program to the DOM?

If not, why?

Please fill out this questionnaire and return to Steve Ingalsbe or Tom Green.

Thank you...

SHARED DRIVES

(Reprint from March, 1986 SCAT)

With the prices on 8-bit computers dropping, I have ended up with a number of computers and too few disk drives or printers to go around. I made a cable to connect two computers to one or two disk drives, so two people can play games simultaneously, or to access one disk with two different programs running without reloading programs.

If you want to get more use out of your system, this is how I do it. I do want to warn you, though. I could not find the technical data to know for sure if this hookup is completely compatible, so I make no guarantees. But I have it hooked up and use it with a 130XE and an 800. This hookup has also worked successfully on an 800 and a 400, and on two 800's. The disk drives that I have used are an Atari, Indus, and a Rana, both alone and daisy-changed. So far all systems work fine.

You will also have to have two monitors or an antenna switch to view each computer's output. Here's what each cable pin is used for with a 13-pin plug:

- 1 - Clock In
- 2 - Clock Out
- 3 - Data In
- 4 - Ground
- 5 - Data Out
- 6 - Ground
- 7 - Command
- 8 - Motor Control
- 9 - Proceed
- 10 - +5 Volts/Ready
- 11 - Audio In
- 12 - +12 Volts
- 13 - Interrupt

To make the new cable, use pre-made cables, one 3-foot, the other 6-foot. Cut the 3-foot cable in half, and cut 1.5 feet off the 6-foot cable leaving 4.5 feet on the other end. Obtain a 2-foot

length of 6 conductor cable, and connect one end to each terminal of a DPDT switch. Now mount the switch in a box which will sit in front of your disk drive. You now have one switch with cable attached and 4 plugs with cable attached (only 3 will be used; set aside one plug for parts). Mark the plug with the 4.5 foot length of cable (C) for computer and one 1.5 foot length (C) for the second computer, and another 1.5 foot length (D) for disk.

Take the case off the plug to determine the color of the wires to each pin or use an ohm meter or a continuity checker to determine the color of the wires and make a chart. There is no standard color code, so be careful. Find the 3 wires attached to pin 1 of each plug and splice them together. Continue to splice wires for pins 2, 3, 4, 5, 6, 9, and 13. Now splice the wire from pin 12 of one of the computer plugs to 12 of the disk plug (two wires), and repeat for pin 11. (The 12 volts cannot go from computer to computer, and the audio will sound in both monitors if connected.)

Tape the extra wires from the other computer cable from pin 11 and 12. Splice the wire from pin 10 of one computer plug to the wire connected to one corner of the DPDT switch. Repeat for the center tap of the switch to 10 of the drive plug, and repeat for the other wire on the same side of the switch to pin 7. Make sure you don't mix up the wires - the switch should have the configuration:

C1	Dr	C2
10	10	10
7	7	7

Now solder all the splices and tape them separately so no splices can touch each other. Then wrap tape around the splices so it makes a neat package. Use a continuity

checker or an ohm meter to CHECK YOUR WORK BEFORE PLUGGING THEM BACK INTO YOUR COMPUTERS. This is it; you're done. If the switch points to the opposite computer, just take it out and turn it around without unsoldering any wires.

Computer	Drive	Computer
13-----	13-----	13
12-----	12-----	12
11-----	11-----	11
10---//---	10---//---	10
9-----	9-----	9
8-----	8-----	8
7---//---	7---//---	7
6-----	6-----	6
5-----	5-----	5
4-----	4-----	4
3-----	3-----	3
2-----	2-----	2
1-----	1-----	1

-----	=	wire
connected		
-----//-----	=	switched
lines		
-	-	= not
connected		

Roger Brandt

Article submission

Articles should be submitted in standard text files (Atari Writer, Hometext, Speedscript).

If you don't own a wordprocessor, you can enter an article into BASIC using REM statements. Or, send legibly written or typed text (make any schematics legible also, we can't reprint what we can't read) to

Cory Johnson 1835 Shadyview Circle, Plymouth, MN. 55447

Dave Stengel 3230 Shadyview Lane, Plymouth, MN. 55447

Articles may also be dropped off at

Wizard's Work 18th and 36th, New Hope, MN.

If you wish, you can also upload your article to the BBS. Leave a message to the sysop stating that the upload was an article. The BBS number is 612/522-2687

DEADLINE

Deadline for submission is the 10th of the month. Any articles received after the 10th will be held until the next newsletter.

Newsletter exchange

If you are another Atari interest group, and you wish to exchange newsletters, please mail your latest newsletter to:

1835 Shadyview Circle Plymouth, Mn 55447.

Write Enable Switch for the Atari 1050 Disk Drive

By Tom Kerschen (Sparky)

What this modification does is allows you to write to the back of a disk, or to any write protected disk, without notching the disk. The switch will allow you to set the normal operation of the disk drive, ALWAYS ALLOW writing to a disk, or NEVER ALLOW writing to the disk.

PARTS NEEDED

(1) DPDT Switch with CENTER position OFF (Radio Shack #275-620)

(1) LED (Radio Shack #276-068)

6 feet of 24 gauge insulated copper wire.

TOOLS NEEDED

Small Needle Nose pliers

Phillips screwdriver

Low wattage solder iron

Small drill

1/4 inch drill bit

GETTING STARTED

Remove the (6) screws from the bottom of the disk drive and take the top and front of the drive off. Now you need to decide where you would like to mount the switch. I have mine mounted in the front on the left hand side with the LED right above it. As for this instructions, I will assume that is where the switch and light will be mounted. You will need to position the switch and drill a 1/4 inch hole. Now you need to position the LED and drill a 1/4 inch hole, be sure to watch and leave room for the switch. Solder a 16 inch piece of wire onto each of the 6 terminals of the switch. Wire in the switch and LED as per the following drawing:


```

                bottom
      J11          -----      short
lead  pin 2 ----| 0  0 |---- LED
                |      |
      J11 cut wire |      | J11 cut
wire  pin 1 ----| 0  0 |---- pin 3
                |      |
      top sensor   |      |   sensor
lamp  cut wire ---| 0   0 |--- cut
wire                                     |
                                     |_____|
                                     top

```

To help make the drawing make sense, the J11 connector is located in the back left of the main board of the drive. It is the 4 wire connector closest to the front. They are numbered from 1 to 4 starting at the front of the disk drive. Cut the wire going to connector pin 1 and from the connector solder the wire coming from the middle terminal of the switch. The other end of the wire you just cut solders onto the wire from the switch that's labeled (top sensor cut wire). The wire from the switch that is labeled (J11 pin 2) solders with the existing wire on the connector pin 2. Cut the wire going to connector pin 3 and from the connector solder the wire coming from the 2nd middle terminal of the switch. The other end of that wire you cut solders to the wire coming from the switch labeled (sensor lamp cut wire). Solder a wire with the existing wire on connector pin 4 and hook it up to the long lead of your new LED.

That completes all the wiring, make certain that all the wires are properly connected and the connector J11 is hooked back up. Reassemble the case watching so that the new wires do not get pinched under the sides or between the screw stands.

You no longer need to punch the notch into your disk to write to the back. With the switch down you are in the NORMAL position, With the switch in the middle position you are in the PROTECTED position, (that is you can not write to even a notched disk), and in the up position you are in the WRITE ALLOWED position. If you have questions or problems call the PALACE BBS (316)683-4605 and leave mail to the SYSOP or Sparky (CO-SYSOP) and I'll try to answer them for you. We also have other computer modifications ready for D/L to increase the different Atari computers up to 576K.

Enjoy
Tom Kerschen (Sparky)

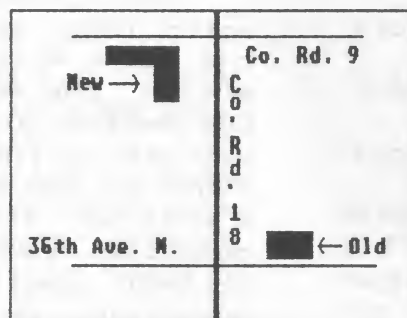
Editors Notes Continued from pg. 3

The newsletter will remain to be a crock, as long as you refuse write anything to go into it. Stated very simply, the TAIG newsletter isn't! It's ACE, and SPACE and MACE and STATUS and bits of all the reprints we do from other clubs. Reprints are fine, but they are ment to supplement the member submitted articles.

Since we began editing the newsletter, there have been (on the average) less than 1 member submitted article for each newsletter (when we were lucky). This means that officers and other clubs are writing the newsletter, and by officers writing the newsletter, that basically means US (Cory & Dave) because we have to fill all the wholes left by the total lack of your articles.

We are getting tired, and really have nothing of any interest to write about; unless you want my mother's "moongoose tart" receipe (yum yum).

Wizard's Work
your home computer center



is on the move as we begin our 5th year! September 29th, we will be located in the Four Seasons Shopping Center at the intersection of Co. Rd. 9 and Co. Rd. 18 (exit west on Co. Rd. 9 from Co. Rd. 18)

Our new telephone * is: 559-4690
Our new hours are: Mon - Fri 11 a.m. to 7 p.m.
Saturday 11 a.m. to 5 p.m.

We have always appreciated our customers' support and invite you to visit us in our new location.

Phil, Phyllis, Gordy & Rhona



Twin Cities Atari Interest Group
4309 Suncliff Rd.
Eagan Mn 55122

Next TAIG meeting
Sunday, Sept. 28
Taig 7:00 pm.

The TAIG/SPACE BBS
is online!!!
10 megabytes ONLINE
300/1200 baud
Open evenings, weekends, &
holiday's! (ho ho)
24 hrs. 7 days a week!
call
522-2687